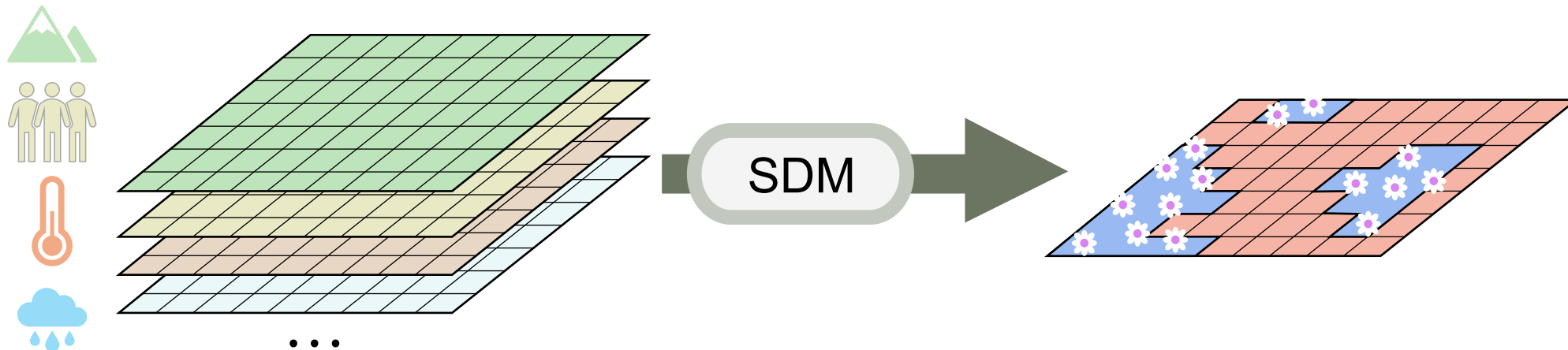
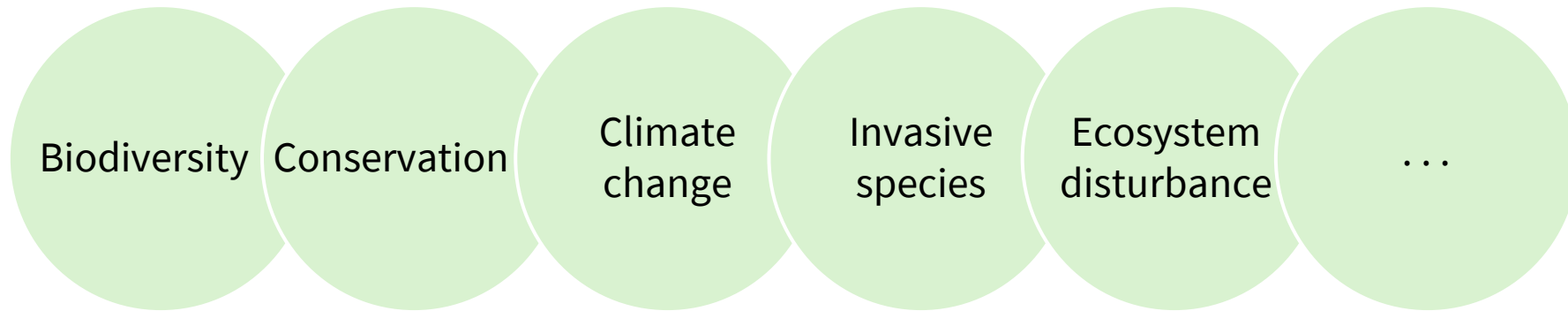


Graph Deep Learning in Species Distribution Modelling

A Spatial Simulation

Reinout Vandenabeele

Species distribution models (SDMs)



Species distribution models (SDMs)

- State-of-the-art SDMs: deep learning-based

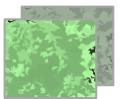
Advantages



Joint modelling



Complex predictor interactions



Spatial context

Species distribution models (SDMs)

- State-of-the-art SDMs: deep learning-based

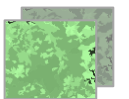
Advantages



Joint modelling



Complex predictor interactions



Spatial context

Limitations

Pixel-based



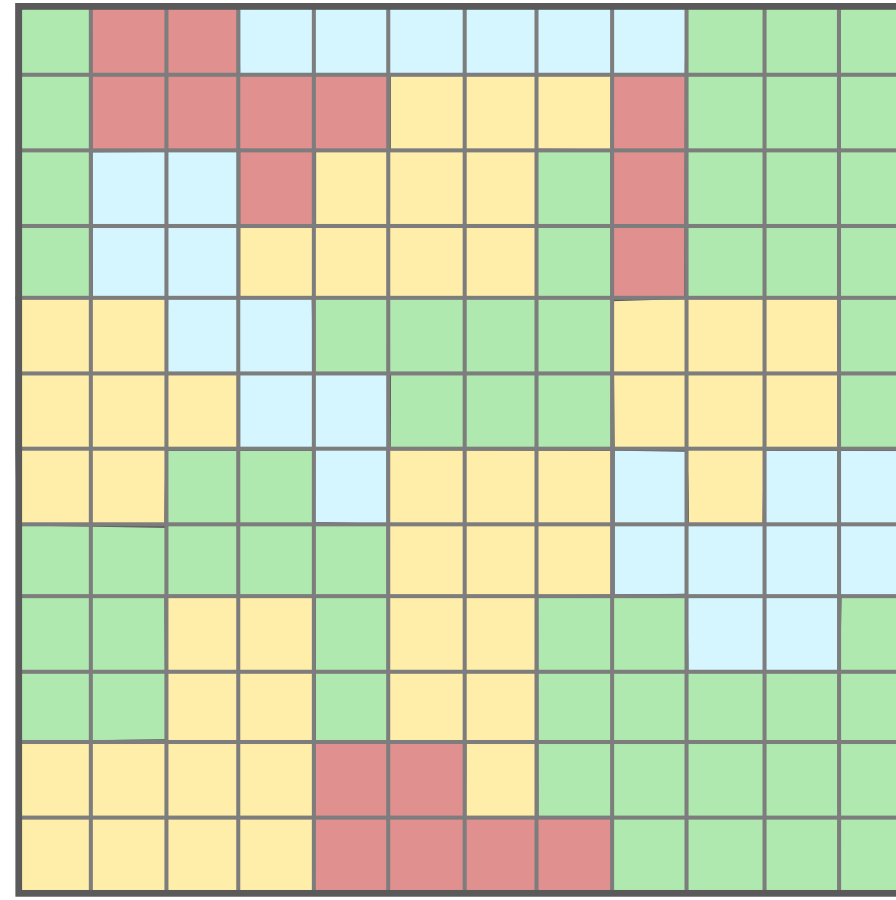
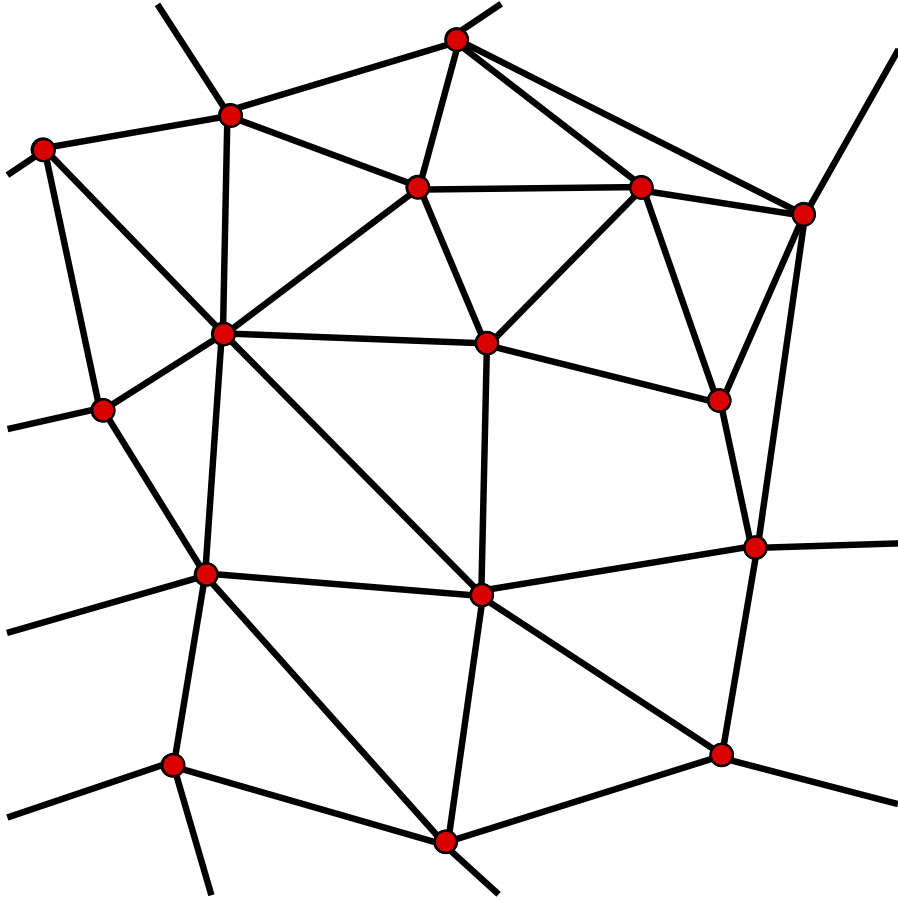
Limited topological info



Limited species relationships

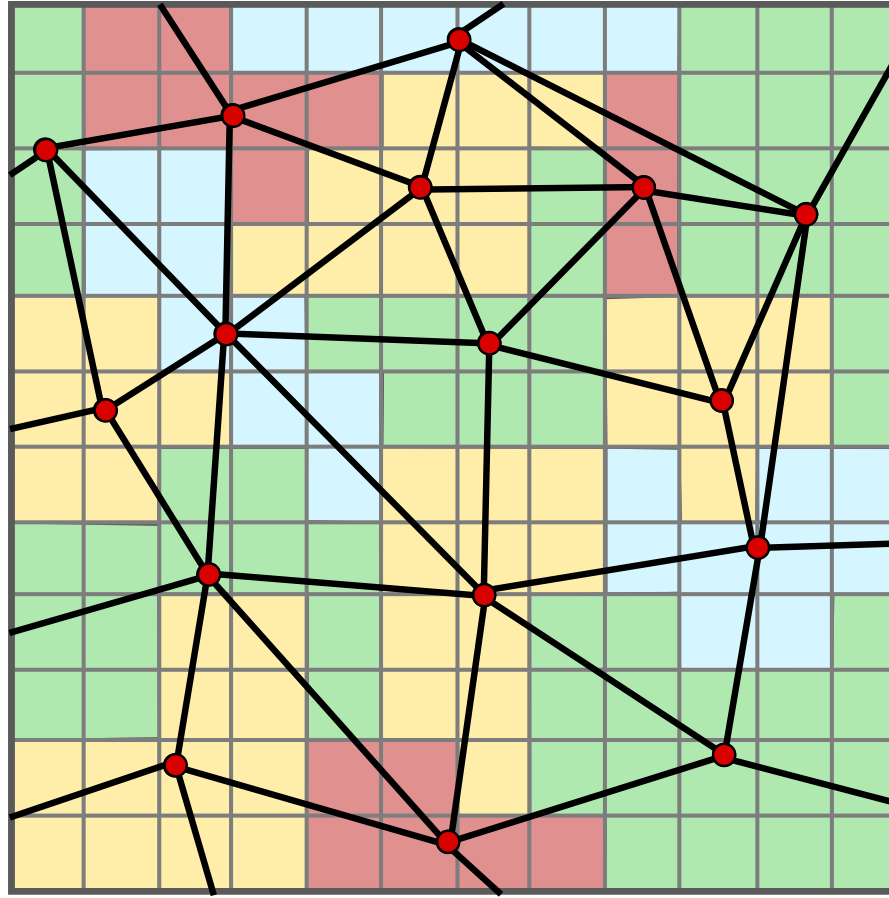


Spatial graphs



Pixels $\rightarrow$ nodes

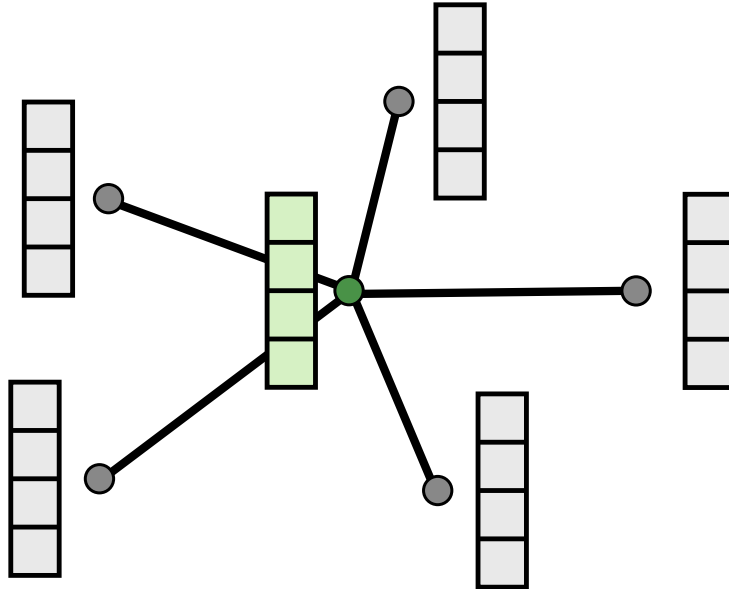
Spatial graphs



Pixels $\rightarrow$ nodes

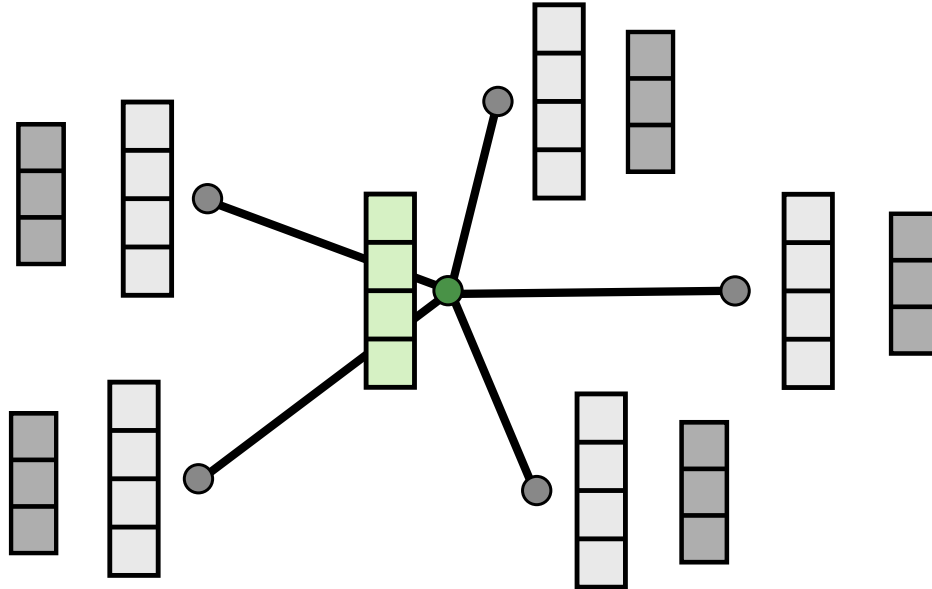
Graph deep learning

- Graph convolutions passing neighbour information
 - Message calculation, passing & aggregation
 - Update step



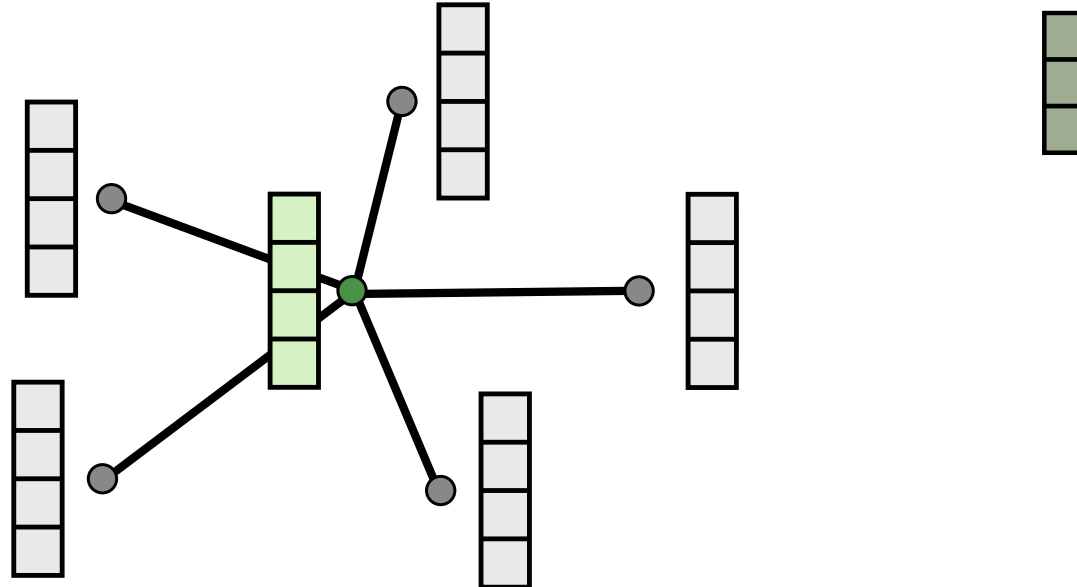
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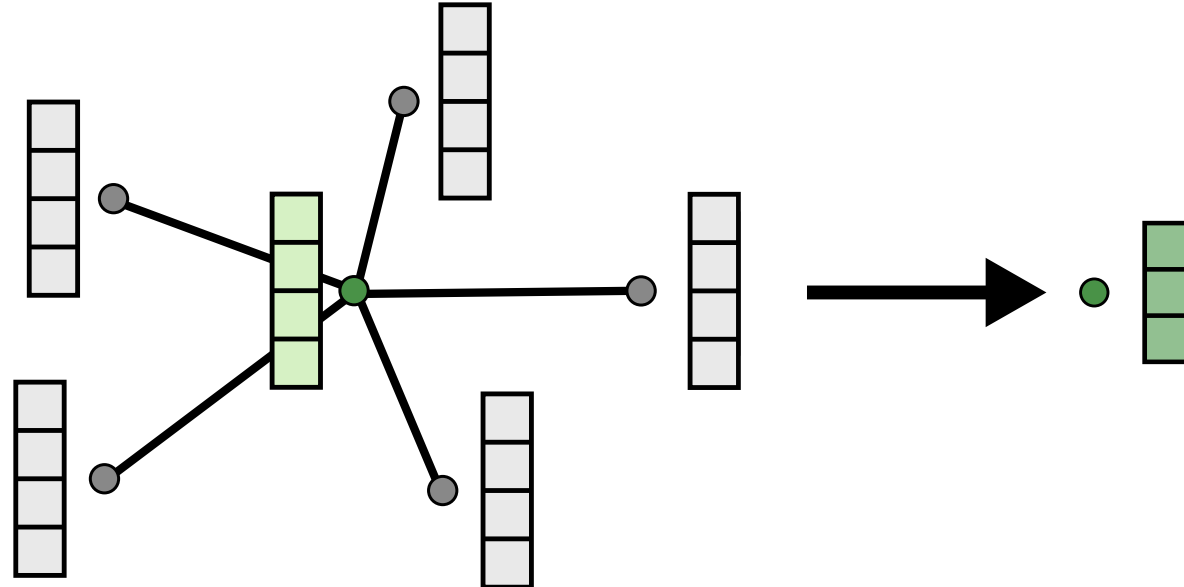
Graph deep learning

- Graph convolutions passing neighbour information
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 - Update step



Graph deep learning

- Graph convolutions passing neighbour information
 - Message calculation, passing & aggregation
 - Update step



Graph deep learning

- Large potential

Current Limitations



Pixel-based



Limited topological info



Limited species relationships

Opportunities Graph deep learning

Irregular formats



Topological information



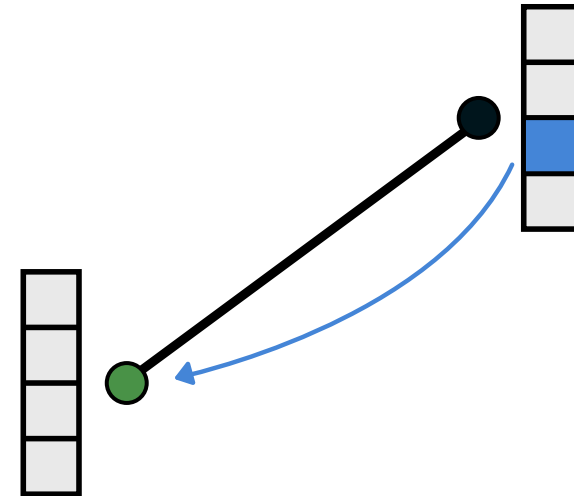
Species relationships



Wu et al., 2025 *Glob. Ecol. Biogeogr.*
Harrell et al., 2025 *ICLR*

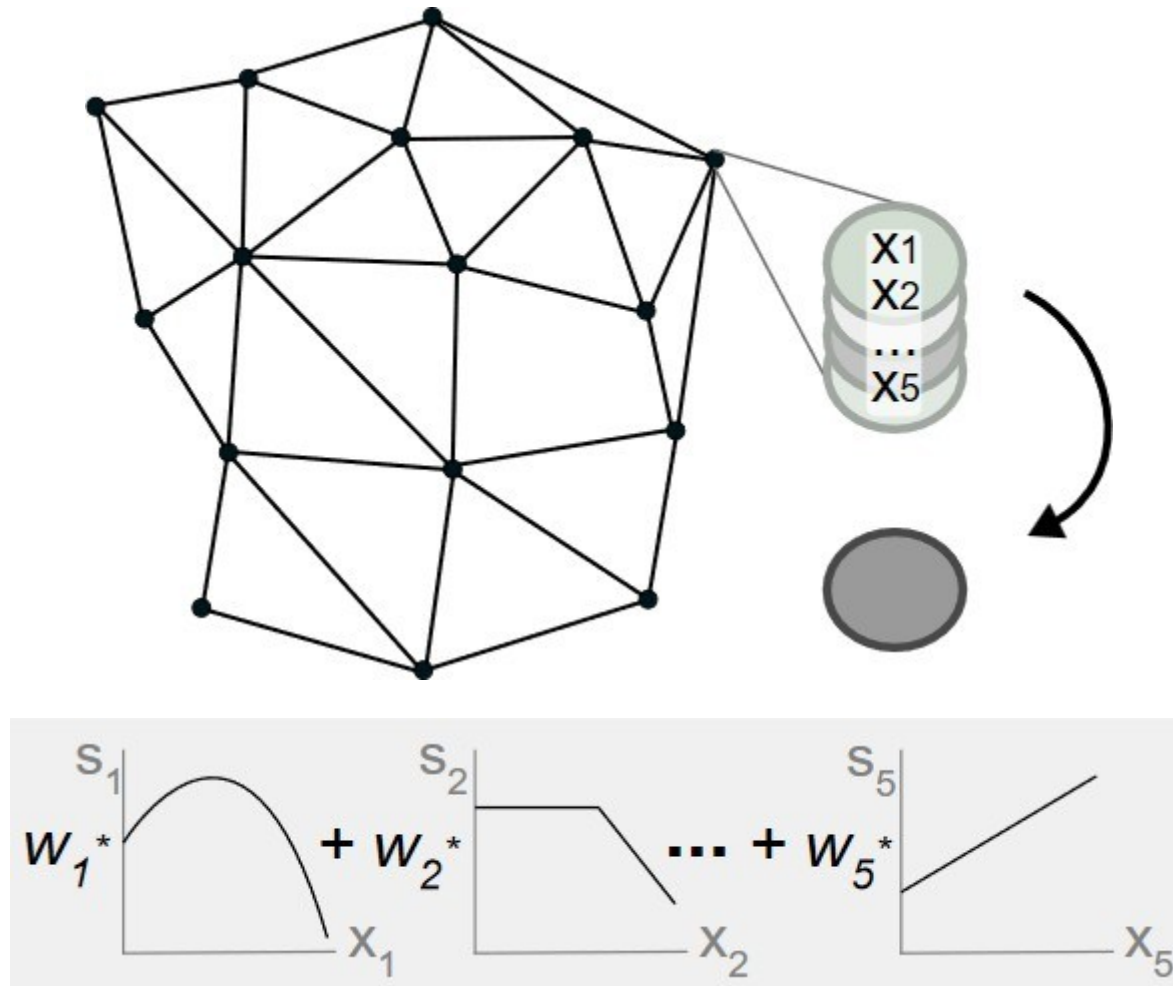
Simulations

- Simulation of species presences/absences
 - Including adjacency effect
 - Ecologically motivated
- Comparison of predictive performance
- Evaluation of GNN performance



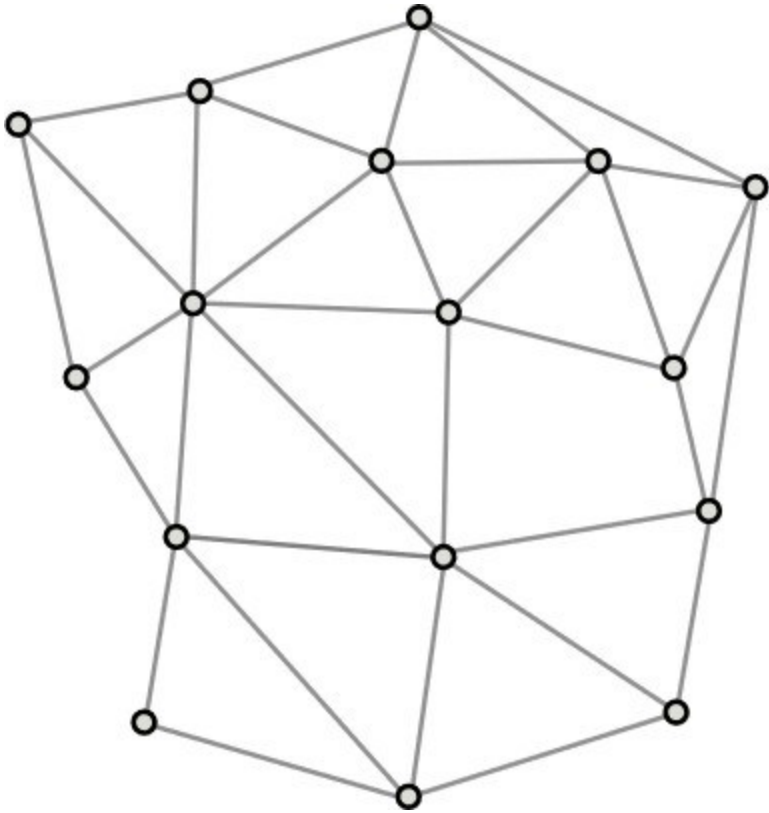
Simulations

- Initial suitability = weighted sum of partial responses



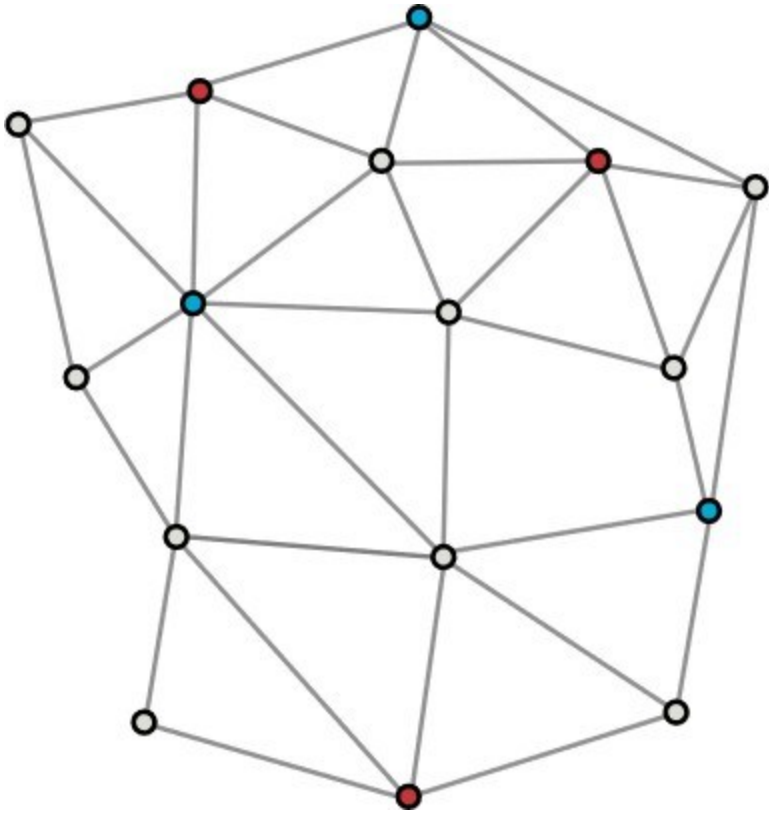
Simulations

- Adjacency effect – weighted



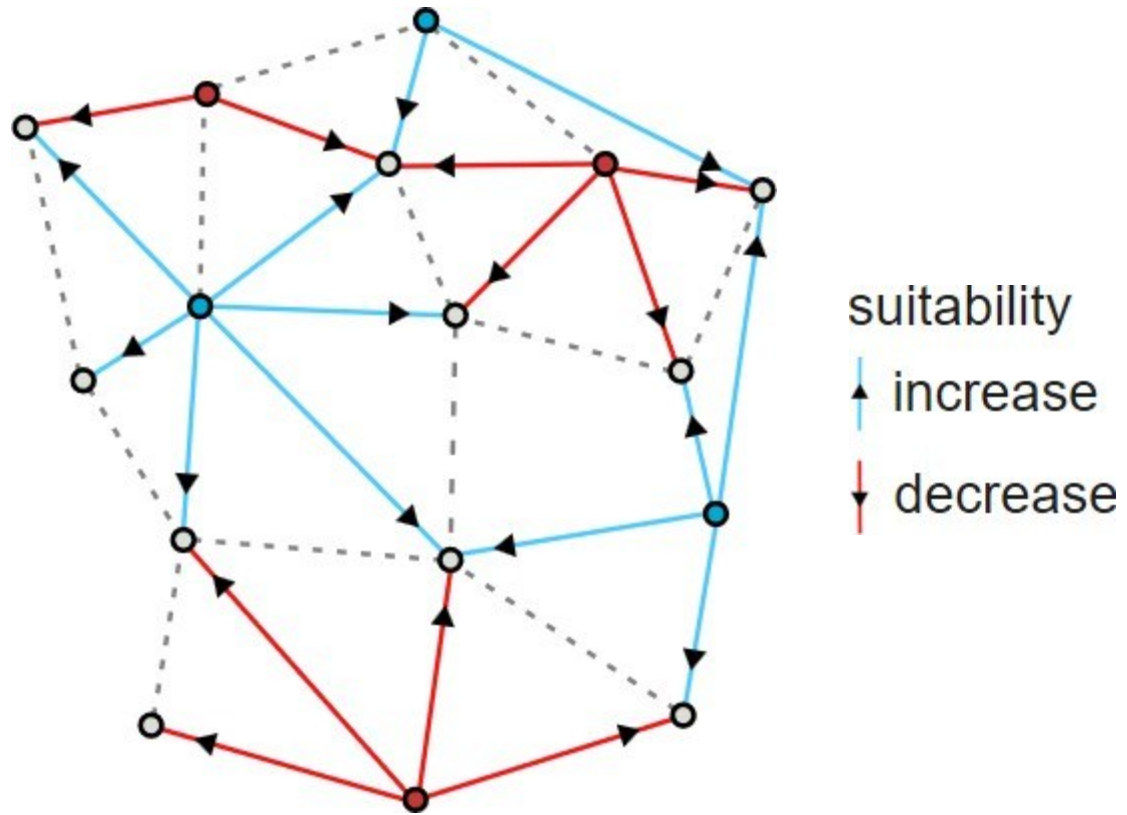
Simulations

- Adjacency effect – weighted



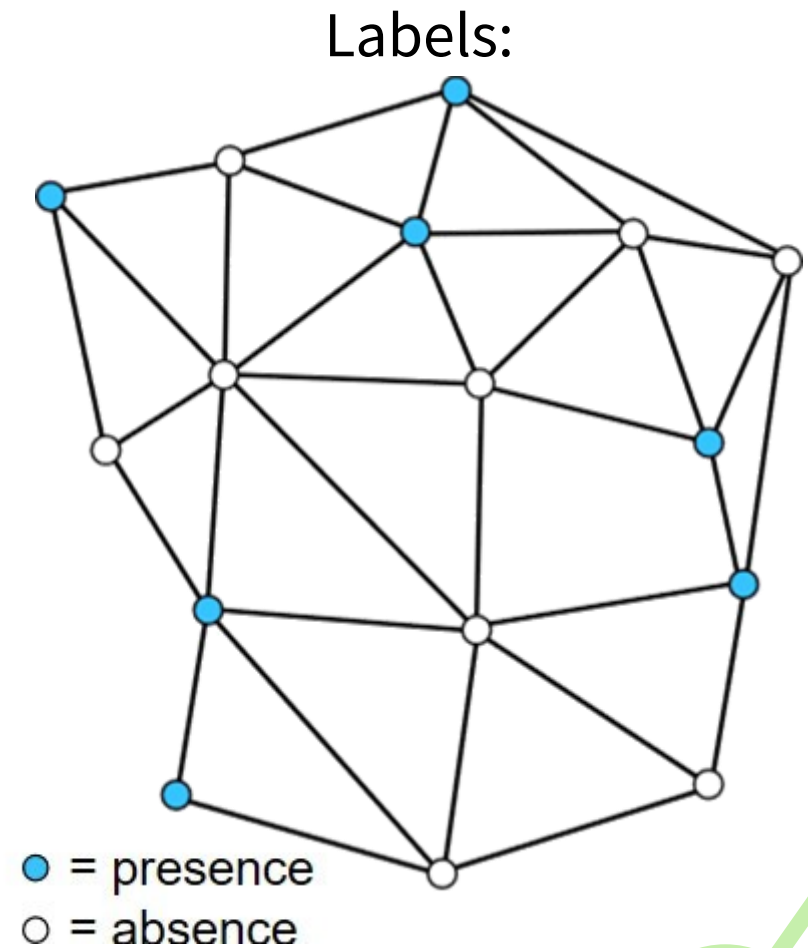
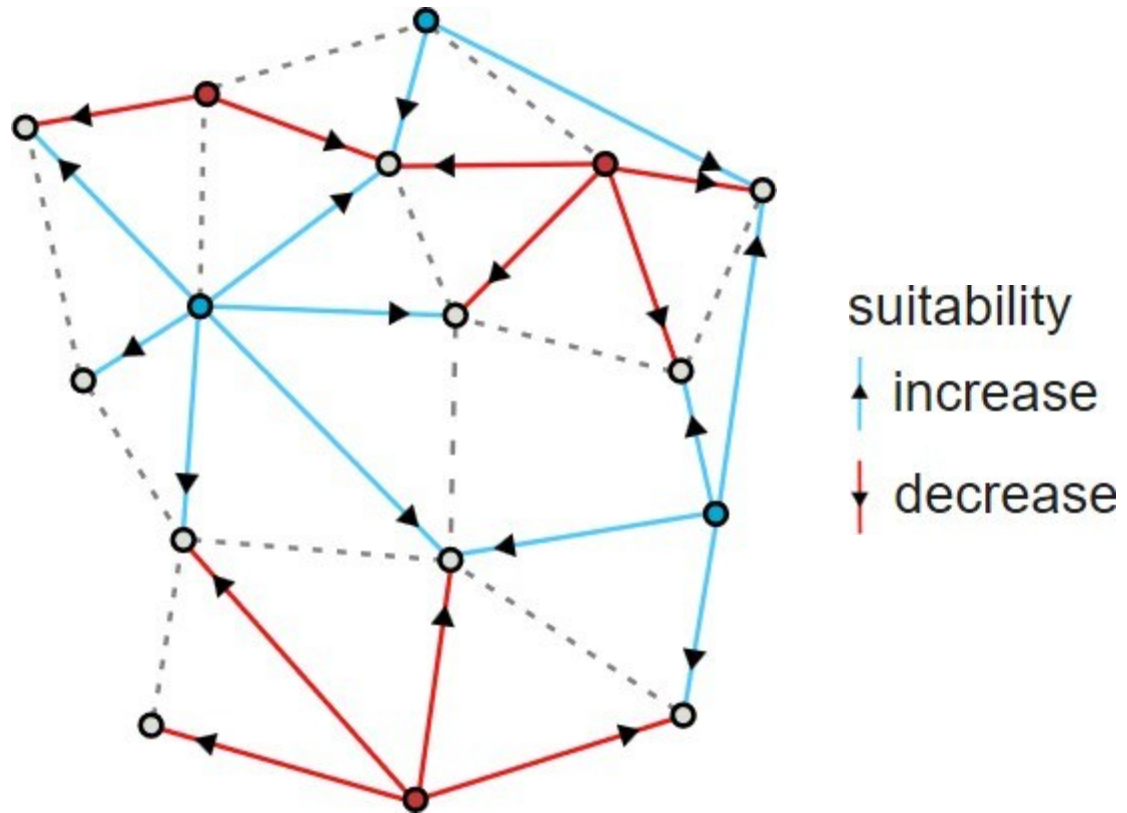
Simulations

- Adjacency effect – weighted

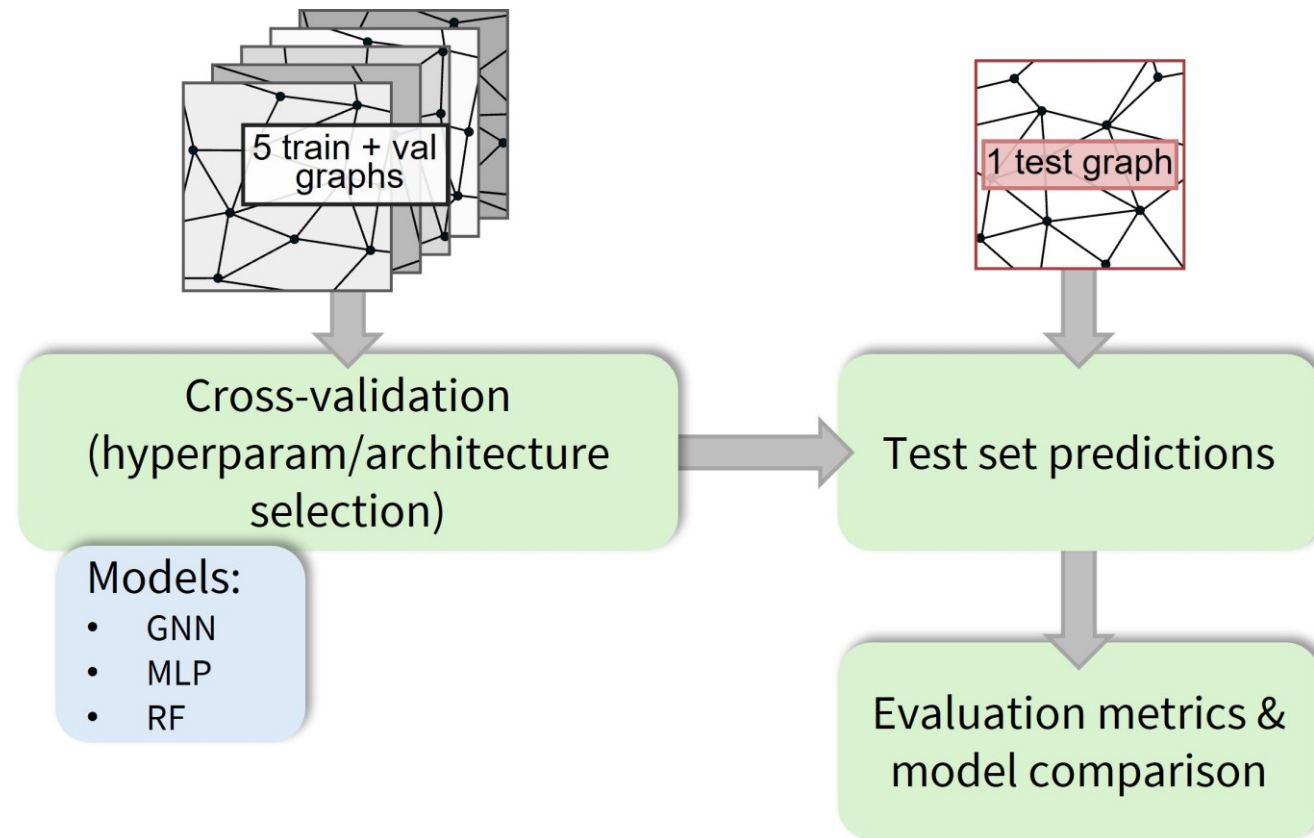


Simulations

- Adjacency effect – weighted



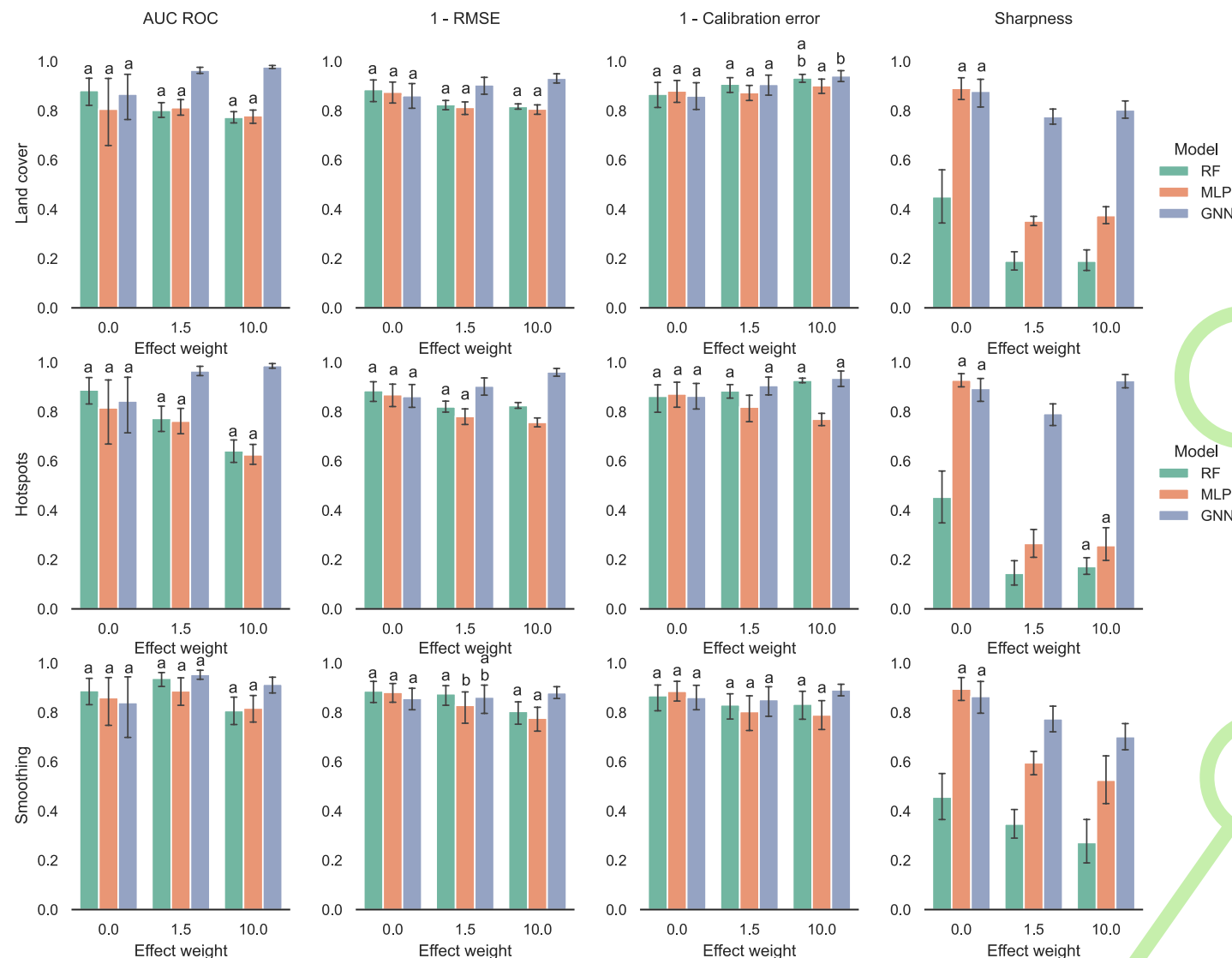
Simulations



x 3 (effects) x 3 (effect weights) x 15 (runs/species)

Results

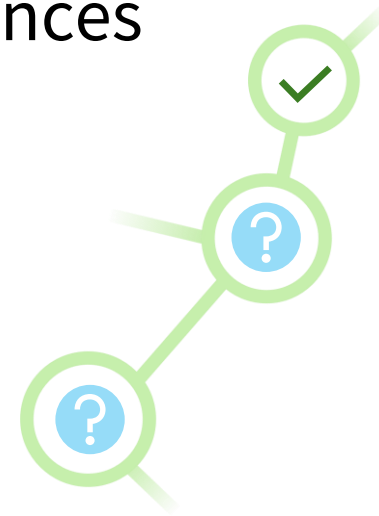
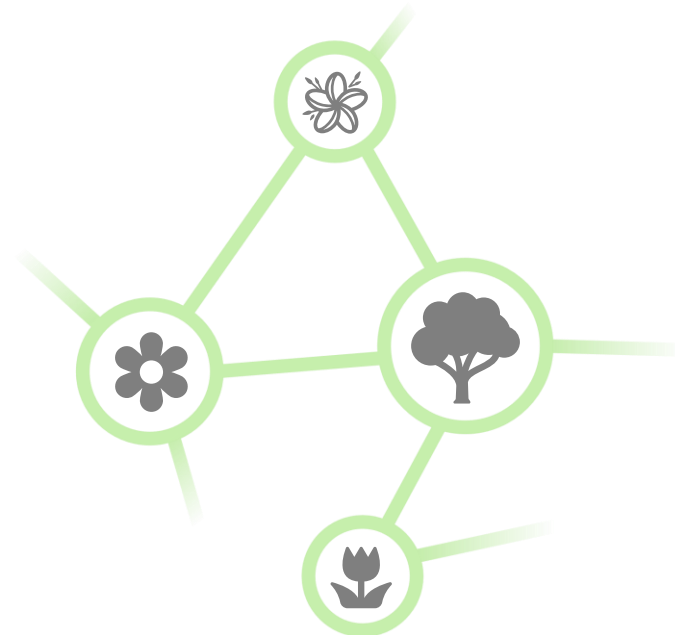
- Similar performance for no adjacency effect
- MLP/RF: lack edge info
- Similar results for other adjacency effects



Generalized linear mixed models & pairwise post hoc tests
Significance at $\alpha=0.05$

Further potential of graph deep learning

- Dispersal & occupancy: leveraging known presences
- Species networks
 - Co-occurrence
 - Phylogeny
 - Trait information



Take home messages

- We consider species distributions in a landscape graph instead of grid
- If species distributions depend on an adjacency effect, GNNs perform better → can leverage edge information
- Further potential for occupancy & species networks

